Asset abstraction

Abstraction of an asset is done as follows:

* Class type abstraction: default implementation is that an asset of the parent type of the class is created unless the current type is digitalAsset of PhysicalAsset, then it is kept as such. For example, a SmartLight object is abstracted (i.e. a new object is created) to ComputingDevice object.
  + Some classes would have the same class type as an abstract type such as Room, PhysicalStructure, and ComputingDevice.
* Attributes: attributes found in the abstract classes (Asset & Connection) are copied to the new created asset.
  + Attributes specific to some classes might be changed or dropped from more specific classes.
* References (containment & connectivity): working on abstracting them…
  + Abstraction would involve merging i.e. deleting some references and replacing them or just obfuscation.